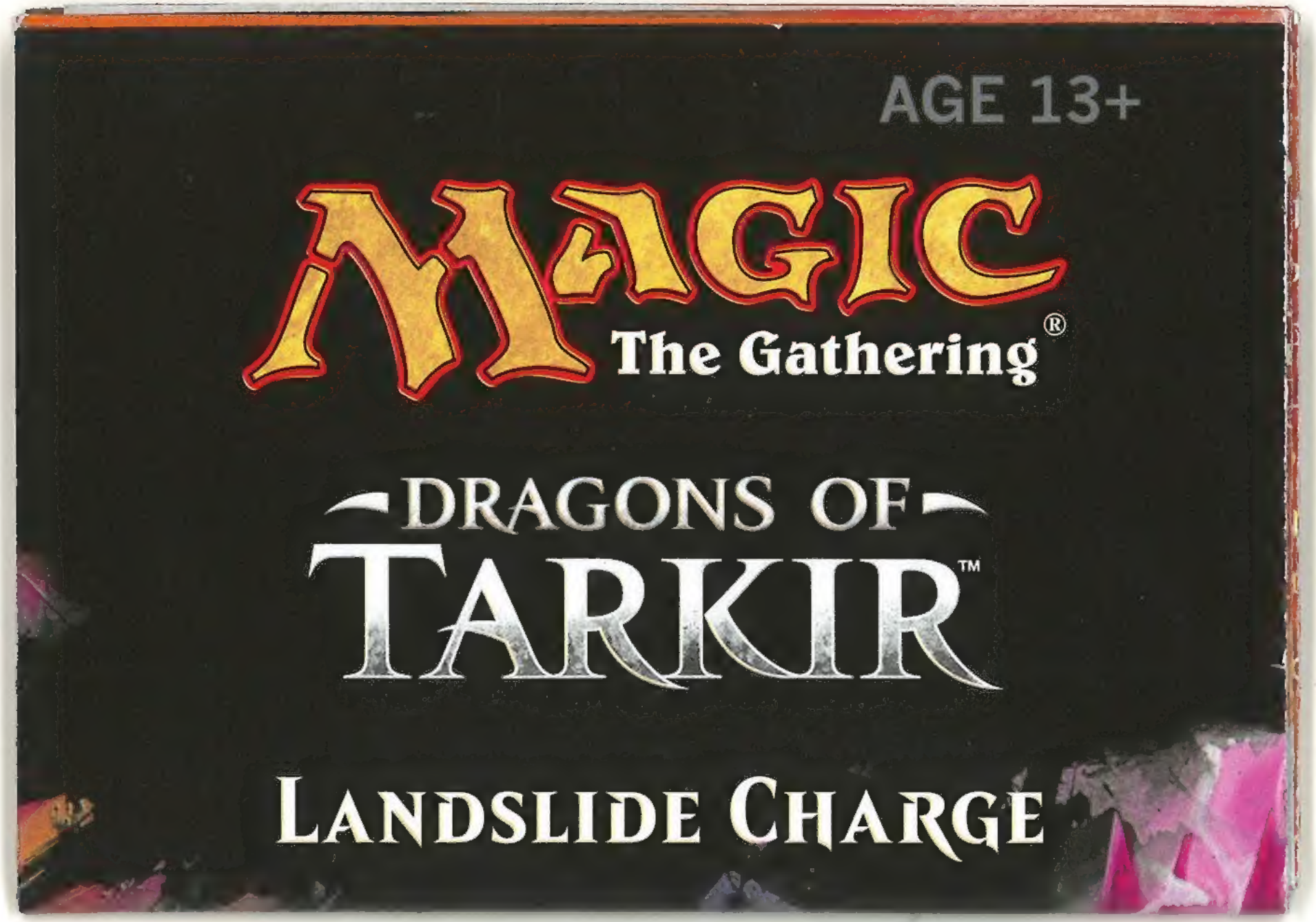
AGE 13+
MAGIC
The Gathering®
DRAGONS OF
TARKIR™
LANDSLIDE CHARGE

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MAGIC The Gathering®

DRAGONS OF TARKIR™

LANDSLIDE CHARGE

Illus. Ryan Pancoast

No.	Card	Mana Cost	Set
Creatures (23)			
4	Elvish Mystic	{G}	*Magic 2015 core set*
2	Golden Hind	{1}{G}	*Journey into Nyx™*
4	Heir of the Wilds	{1}{G}	*Khans of Tarkir™*
2	Mogis's Warhound	{1}{R}	*Journey into Nyx*
1	Yasova Dragonclaw	{2}{G}	*Fate Reforged™*
1	Boon Satyr	{1}{G}{G}	*Theros™*
4	Fanatic of Xenagos	{1}{R}{G}	*Born of the Gods™*
1	Savage Knuckleblade	{G}{U}{R}	*Khans of Tarkir*
1	Surrak, the Hunt Caller	{2}{G}{G}	*Dragons of Tarkir™*
1	Thunderbreak Regent	{2}{R}{R}	*Dragons of Tarkir*
1	Polis Crusher	{2}{R}{G}	*Theros*
1	Mistcutter Hydra	{X}{G}	*Theros*
Other Spells (12)			
2	Wild Slash	{R}	*Fate Reforged*
1	Stubborn Denial	{U}	*Khans of Tarkir*
2	Lightning Strike	{1}{R}	*Magic 2015 core set*
2	Roast	{1}{R}	*Dragons of Tarkir*
1	Arc Lightning	{2}{R}	*Khans of Tarkir*
2	Temur Charm	{G}{U}{R}	*Khans of Tarkir*
1	Outpost Siege	{3}{R}	*Fate Reforged*
1	Crater's Claws	{X}{R}	*Khans of Tarkir*
Lands (25)			
4	Evolving Wilds	—	*Dragons of Tarkir*
4	Frontier Bivouac	—	*Khans of Tarkir*
1	Temple of Abandon	—	*Theros*
10	Forest	—	—
5	Mountain	—	—
1	Island	—	—
Sideboard (15)			
2	Rending Volley	{R}	*Dragons of Tarkir*
1	Stubborn Denial	{U}	*Khans of Tarkir*
2	Disdainful Stroke	{1}{U}	*Khans of Tarkir*
2	Encase in Ice	{1}{U}	*Dragons of Tarkir*
2	Abzan Beastmaster	{2}{G}	*Fate Reforged*
2	Reclamation Sage	{2}{G}	*Magic 2015 core set*
2	Act of Treason	{2}{R}	*Khans of Tarkir*
2	Arc Lightning	{2}{R}	*Khans of Tarkir*

Playing the Deck

With the "Landslide Charge" deck, you'll use large creatures and red burn spells to relentlessly attack your foe. A touch of blue mana allows you to play three-color cards from the *Khans of Tarkir* set, as well as some tricky blue spells that will keep your opponent off balance. The *ferocious* mechanic makes many of your creatures and spells more powerful once your big creatures hit the battlefield.

Your ideal opening hand will contain lands that produce different colors of mana and a creature you can cast on the first or second turn. Aggressive creatures like Heir of the Wilds will let you start attacking quickly, while Elvish Mystic and Golden Hind produce extra mana that can help you cast a huge creature by turn three. It's usually best to lead off with one of these mana-producing creatures if you have a big creature in your hand that you want to cast the next turn.

Once you have a large creature or two on the battlefield, you should use your red direct-damage spells to clear away troublesome blockers, like those with deathtouch or first strike. It's usually better to kill a creature with a spell than to trade away one of your creatures in combat. In addition, you have Temur Charm and Stubborn Denial to counter your opponent's key spells. If your creatures are already dominating the battlefield, leaving lands untapped to pay for one of these counterspells may be better than casting another creature.

Many of your cards offer flexibility in their effects. Cards with *bestow*, like Mogis's Warhound and Boon Satyr, can be cast as creatures in a pinch, but are much stronger when cast for their bestow cost. Crater's Claws and Mistcutter Hydra both have X in their mana costs, so their strength increases as the game goes on; try to cast your other spells first and save these until X can be 5 or greater. Temur Charm not only counters a spell or kills a creature, but it also sets up a game-winning attack by preventing your opponent's creatures from blocking.

Sideboarding against your opponent's strategy is an important part of tournament play. Encase in Ice and Rending Volley should come in against decks with creatures of the appropriate colors, and Arc Lightning is useful against swarms of small creatures. If your opponent has big creatures, bring in Act of Treason to deal massive damage. Stubborn Denial and Disdainful Stroke are great against control decks that play powerful noncreature spells and spells with high mana costs, and Abzan Beastmaster punishes decks that don't play many creatures.

Once you've played some games, you'll be ready to customize the deck and make it your own. If you enjoy ramping your mana into big creatures, Rattleclaw Mystic from the *Khans of Tarkir* set will help you cast potent threats, such as Whisperwood Elemental from the *Fate Reforged* set. If you're willing to add a bit more blue mana to the deck, Icefall Regent and the planeswalker Sarkhan Unbroken from the *Dragons of Tarkir* set can add a powerful air force to your army.

Sideboards

Each **Magic**™ deck may have a sideboard—a group of extra cards that are particularly good against certain opponents. For example, a card that says "Destroy all artifacts" is great against someone playing a deck that relies on lots of artifacts, but useless against opponents who aren't playing with artifacts. After you play a game against an opponent, you may make changes to your deck using cards from your sideboard. You must reset your deck to its original configuration before playing someone new.

In a Constructed game, your sideboard consists of up to 15 cards. Your combined deck and sideboard can't have more than four copies of any card other than basic land cards. Your deck must have at least 60 cards.

In a Limited game, all the cards you opened that aren't in your main deck are in your sideboard. Your deck must have at least 40 cards.

Tournaments & Events

Every week, thousands of **Magic**™ players worldwide gather in game and hobby stores to participate in organized **Magic** events. These events are a fantastic opportunity to connect with other **Magic** players in your community. You get to spend a few hours playing **Magic**, improve your skills as a player, trade deck ideas, and perhaps win some fabulous prizes.

All **Magic** tournaments, from this week's Friday Night Magic event at your local store to the many events at a thousand-player Grand Prix, are run in pretty much the same way. You'll show up at a certain time to register for the event (an entry fee may be required). At the start of each round of matches, the tournament organizer announces the pairings for that round. Players with similar records are paired against each other. The first player to win two games wins the match.

Most events are "Swiss draw": You play a fixed number of matches, regardless of whether you win or lose. The number of matches depends on the number of players, but there should be at least three rounds of matches, even for a small eight-person event. After the final round, the top finishers might advance to a single-elimination playoff. (If a particular event uses single elimination throughout, the organizer will let you know in advance.)

You can find an event near you by asking at the store where you bought this deck or by using **Wizards.com/Locator**. If you can, contact the event organizer ahead of time to confirm when and where the event is, and what you'll need to bring. Remember that you always need to have a way to track life totals, as well as small items to use as counters or tokens. Take this deck with you, and get started with the fun!

New to Tournaments & Events?

Magic events are operated under tournament rules set by the DCI™, a worldwide organization dedicated to organized play. You'll need a DCI number to sign up for most events. You can get one for free from the person who's organizing the event, and you'll use that number forever. You get a card with your number on it. If you ever forget what your number is, you can ask the organizer at the next event you go to. (Many players choose to store their DCI number on their cell phones so it's always handy.) Once you have a DCI number, you automatically become a member of the Planeswalker Points Program. Track your progress at **PlaneswalkerPoints.com.**

Formats

The most popular **Magic** format is called *Standard*. It uses only the newest sets the game has to offer. The current block, the block that was released the previous October, and the most recent core set are all legal to play in a Standard deck. Standard events are available all year, worldwide. This *Dragons of Tarkir*™ event deck was designed to be playable as-is in Standard events as of March 27, 2015.

Standard is a *Constructed* format. In a Constructed format, each player brings his or her own deck to the event. In other words, decks must be constructed in advance. Each deck must contain at least 60 cards. A deck may contain any number of basic land cards, but no more than four copies of any other card, based on its English card name. (Only the card's name counts. Its expansion symbol doesn't matter. As long as a card has the same name as a card in a set that's legal in a given format, you can play with that card.)

The pool of cards that players use to build their decks depends on exactly which Constructed format they're playing. For example, the Modern format uses core sets and blocks from *Eighth Edition* and *Mirrodin*® to the present. You can check **Magic.Wizards.com/Rules** to see the latest definitions of sanctioned Constructed formats.

Not all events require you to bring your own deck. When you play a *Limited* format, building your deck is part of the event! You receive a certain number of unopened **Magic** booster packs. You then open the booster packs and build a deck of at least 40 cards from just those cards and basic lands. Other players do the same, and then you play! You keep your cards at the end of the event.

Tips for a Successful Event

Find out the details of the event in advance.

Where are you going? When should you get there? What format are you playing? You'll want the answers to these questions before the event.

Make sure you have everything you'll need.

Once you're at the event, you don't want to waste time hunting for supplies and not playing **Magic**! Make sure you have a way to track your life total and any counters or tokens that you may need.

Introduce yourself to the staff.

In addition to the event organizer, there may be judges staffing the event. They're all there to make sure you have a great time. Also, if you have questions about **Magic** rules or how the event works, judges are there to help.

Introduce yourself to your opponents.

Your opponent this week may become your teammate next week. **Magic** communities are connected, and the connections you make at this event mean more fun at future events.

Ask questions.

Whether you're attending your first event or your hundredth, there's always something new to learn at a **Magic** event.

Illus. Wesley Burt

Illus. Jason Chan

YOUR DRAGON, THEIR DOOM!

Each week at Friday Night Magic.

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FRIDAY NIGHT MAGIC™

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